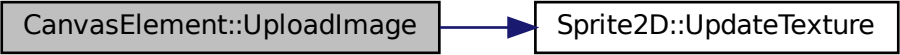


CanvasElement::UploadImage



```
graph LR; A[CanvasElement::UploadImage] --> B[Sprite2D::UpdateTexture]
```

A diagram showing a horizontal flow from left to right. On the left is a gray rectangular box with a black border containing the text 'CanvasElement::UploadImage'. A dark blue arrow points from the right side of this box to the left side of a white rectangular box with a black border on the right, which contains the text 'Sprite2D::UpdateTexture'.

Sprite2D::UpdateTexture